ASSIGNMENT 1

Artificial Intelligence

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# Glossary

AI – Artificial Intelligence

NPC(s)- Non-playable character(s)

# Introduction

This document will discuss how emotional decision making can be implemented into games through AI, as well as analyse the current methods that programmers are using to create more engaging and immersive NPCs. In addition to this, this document provides a detailed solution showing emotional decision making using a behaviour tree.

# Literature Review

* Behaviour trees
* GAMYGDALA appraisal engine
* Fuzzy state machines
* Memory Model

# Solution Design

Appendix for diagrams.

# Conclusion

# Bibliography

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# Appendix